

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

- 1 1. (Currently Amended) A method for reducing ~~the overhead~~ an
2 ~~overhead~~ involved in executing native code methods in an application running on
3 a virtual machine, comprising:
4 selecting a call to any native code method to be optimized within the
5 virtual machine;
6 decompiling at least part of the ~~selected~~ native code method for the
7 selected call into an intermediate representation, wherein an intermediate
8 representation includes a set of instruction code which is not in final executable
9 form;
10 obtaining an intermediate representation associated with the application
11 running on the virtual machine which interacts with the ~~selected~~ native code
12 method for the selected call;
13 integrating the intermediate representation for the ~~selected~~ native code
14 method for the selected call into the intermediate representation associated with
15 the application running on the virtual machine to form an integrated intermediate
16 representation; and
17 generating ~~native~~ a native code from the integrated intermediate
18 representation, wherein ~~the native code generation process optimizes~~ generating
19 the native code from the integrated intermediate representation involves
20 optimizing interactions between the application running on the virtual machine
21 and the ~~selected~~ native code method for the selected call, wherein optimizing the

22 interactions involves optimizing calls from the application to the ~~selected~~-native
23 code method for the selected call by using additional information from the
24 integrated intermediate representation to reduce ~~the number~~-a number of indirect
25 calls and indirect references associated with the calls from the application to the
26 ~~selected~~-native code method for the selected call.

1 2. (Currently Amended) The method of claim 1, wherein selecting
2 the call to any native code method involves selecting the call based upon at least
3 one of:
4 ~~the execution~~-an execution frequency of the call; and
5 ~~the overhead~~-an overhead involved in performing the call ~~to the selected~~
6 ~~native code method~~ as compared against ~~the amount~~-an amount of work
7 performed by the ~~selected~~-native code method for the call.

1 3 (Canceled).

1 4. (Currently Amended) The method of claim 1, wherein optimizing
2 interactions between the application running on the virtual machine and the
3 ~~selected~~-native code method for the selected call involves optimizing callbacks by
4 the ~~selected~~-native code method for the selected call into the virtual machine.

1 5. (Currently Amended) The method of claim 4, wherein optimizing
2 callbacks by the ~~selected~~-native code method for the selected call into the virtual
3 machine involves optimizing callbacks that access heap objects within the virtual
4 machine.

1 6. (Currently Amended) The method of claim 4, wherein the virtual
2 machine is a platform-independent virtual machine; and

1 wherein integrating the intermediate representation for the ~~selected~~-native
2 code method for the selected call with the intermediate representation associated
3 with the application running on the virtual machine involves integrating calls
4 provided by an interface for accessing native code into the ~~selected~~-native code
5 method for the selected call.

1 7. (Original) The method of claim 1, wherein obtaining the
2 intermediate representation associated with the application running on the virtual
3 machine involves recompiling a corresponding portion of the application.

1 8. (Original) The method of claim 1, wherein obtaining the
2 intermediate representation associated the application running on the virtual
3 machine involves accessing a previously generated intermediate representation
4 associated with the application running on the virtual machine.

1 9. (Currently Amended) The method of claim 1, wherein prior to
2 decompiling the ~~selected~~-native code method for the selected call, the method
3 further comprises setting up a context for the decompilation by:
4 determining a signature of the ~~call to the selected native code method;~~ and
5 selected call; and
6 determining a mapping from arguments of the selected call to
7 corresponding locations in a native application binary interface (ABI).

1 10. (Currently Amended) A computer-readable storage device storing
2 instructions that when executed by a computer cause the computer to perform a
3 method for reducing ~~the overhead~~ an overhead involved in executing native code
4 methods in an application running on a virtual machine, the method comprising:

5 selecting a call to any native code method to be optimized within the
6 virtual machine;
7 decompiling at least part of the ~~selected~~-native code method for the
8 selected call into an intermediate representation, wherein an intermediate
9 representation includes a set of instruction code which is not in final executable
10 form;
11 obtaining an intermediate representation associated with the application
12 running on the virtual machine which interacts with the ~~selected~~-native code
13 method for the selected call;
14 integrating the intermediate representation for the ~~selected~~-native code
15 method for the selected call into the intermediate representation associated with
16 the application running on the virtual machine to form an integrated intermediate
17 representation; and
18 generating ~~native~~-a native code from the integrated intermediate
19 representation, wherein ~~the native code generation process optimizes generating~~
20 the native code from the integrated intermediate representation involves
21 optimizing interactions between the application running on the virtual machine
22 and the ~~selected~~-native code method for the selected call, wherein optimizing the
23 interactions involves optimizing calls from the application to the ~~selected~~-native
24 code method for the selected call by using additional information from the
25 integrated intermediate representation to reduce ~~the number~~-a number of indirect
26 calls and indirect references associated with the calls from the application to the
27 ~~selected~~-native code method for the selected call.

1 11. (Currently Amended) The computer-readable storage device of
2 claim 10, wherein selecting the call to any native code method involves selecting
3 the call based upon at least one of:
4 ~~the execution~~-an execution frequency of the call; and

5 ~~the overhead~~an overhead involved in performing the call ~~to the selected~~
6 ~~native code method~~ as compared against ~~the amount~~an amount of work
7 performed by the ~~selected~~ native code method for the call.

1 12 (Canceled).

1 13. (Currently Amended) The computer-readable storage device of
2 claim 10, wherein optimizing interactions between the application running on the
3 virtual machine and the ~~selected~~ native code method for the selected call involves
4 optimizing callbacks by the ~~selected~~ native code method for the selected call into
5 the virtual machine.

1 14. (Currently Amended) The computer-readable storage device of
2 claim 13, wherein optimizing callbacks by the ~~selected~~ native code method for the
3 selected call into the virtual machine involves optimizing callbacks that access
4 heap objects within the virtual machine.

1 15. (Currently Amended) The computer-readable storage device of
2 claim 13,
3 wherein the virtual machine is a platform-independent virtual machine;
4 and
5 wherein ~~integrating~~integrating the intermediate representation for the
6 ~~selected~~ native code method for the selected call with the intermediate
7 representation associated with the application running on the virtual machine
8 involves integrating calls provided by an interface for accessing native code into
9 the ~~selected~~ native code method for the selected call.

1 16. (Previously presented) The computer-readable storage device of
2 claim 10, wherein obtaining the intermediate representation associated with the
3 application running on the virtual machine involves recompiling a corresponding
4 portion of the application.

1 17. (Previously presented) The computer-readable storage device of
2 claim 10, wherein obtaining the intermediate representation associated with the
3 application running on the virtual machine involves accessing a previously
4 generated intermediate representation associated with the application running on
5 the virtual machine.

1 18. (Currently Amended) The computer-readable storage device of
2 claim 10, wherein prior to decompiling the ~~selected~~ native code method for the
3 selected call, the method further comprises setting up a context for the
4 decompilation by:
5 determining a signature of the ~~call to the selected native code method;~~
6 and selected call; and
7 determining a mapping from arguments of the selected call to
8 corresponding locations in a native application binary interface (ABI).

1 19-27. (Cancelled)

1 28. (Currently Amended) A method for reducing ~~the overhead an~~
2 overhead involved in executing native code methods in an application running on
3 a virtual machine, comprising:
4 deciding to optimize a callback by any native code method into the virtual
5 machine;

6 decompiling at least part of the ~~selected~~-native code method for the
7 callback into an intermediate representation, wherein an intermediate
8 representation includes a set of instruction code which is not in final executable
9 form;
10 obtaining an intermediate representation associated with the application
11 running on the virtual machine which interacts with the ~~selected~~-native code
12 method for the callback;
13 integrating the intermediate representation for the ~~selected~~-native code
14 method for the callback into the intermediate representation associated with the
15 application running on the virtual machine to form an integrated intermediate
16 representation; and
17 generating ~~native~~-a native code from the integrated intermediate
18 representation, wherein ~~the native code generation process optimizes the callback~~
19 ~~by any native code method into the virtual machine, generating the native code~~
20 from the integrated intermediate representation involves optimizing the callback,
21 wherein optimizing the callback involves optimizing calls from the ~~selected~~
22 native code method for the callback to the application by using additional
23 information from the integrated intermediate representation to reduce ~~the number~~
24 a number of indirect calls and indirect references associated with the calls from
25 the ~~selected~~-native code method for the callback to the application.

1 29. (Currently Amended) The method of claim 28, wherein ~~the native~~
2 ~~code generation process also optimizes calls to the selected native code method~~
3 ~~by the application, generating the native code from the integrated intermediate~~
4 representation also involves optimizing calls by the application to the native code
5 method for the callback.

1 30. (Previously Presented) The method of claim 28, wherein
2 optimizing the callback by any native code method into the virtual machine
3 involves optimizing a callback that accesses a heap object within the virtual
4 machine.

1 31. (Currently Amended) The method of claim 28,
2 wherein the virtual machine is a platform-independent virtual machine;
3 and
4 wherein integrating the intermediate representation for the ~~selected~~-native
5 code method for the callback with the intermediate representation associated with
6 the application running on the virtual machine involves integrating calls provided
7 by an interface for accessing native code into the ~~selected~~-native code method for
8 the callback.

1 32. (Currently amended) A computer-readable storage device storing
2 instructions that when executed by a computer cause the computer to perform a
3 method for reducing ~~the overhead~~ an overhead involved in executing native code
4 methods in an application running on a virtual machine, the method comprising:
5 deciding to optimize a callback by any native code method into the virtual
6 machine;
7 decompiling at least part of the ~~selected~~-native code method for the
8 callback into an intermediate representation, wherein an intermediate
9 representation includes a set of instruction code which is not in final executable
10 form;
11 obtaining an intermediate representation associated with the application
12 running on the virtual machine which interacts with the ~~selected~~-native code
13 method for the callback;

14 integrating the intermediate representation for the ~~selected~~-native code
15 method for the callback into the intermediate representation associated with the
16 application running on the virtual machine to form an integrated intermediate
17 representation; and
18 generating ~~native~~-a native code from the ~~combined~~-integrated intermediate
19 representation, wherein ~~the native code generation process optimizes the callback~~
20 ~~by any native code method into the virtual machine,~~ generating the native code
21 from the integrated intermediate representation involves optimizing the callback,
22 wherein optimizing the callback involves optimizing calls from the ~~selected~~
23 native code method for the callback to the application by using additional
24 information from the integrated intermediate representation to reduce ~~the number~~
25 a number of indirect calls and indirect references associated with the calls from
26 the ~~selected~~-native code method for the callback to the application.

1 33. (Currently Amended) The computer-readable storage device of
2 claim 32, wherein ~~the native code generation process also optimizes calls to the~~
3 ~~selected native code method by the application,~~ generating the native code from
4 the integrated intermediate representation also involves optimizing calls by the
5 application to the native code method for the callback.

1 34. (Previously Presented) The computer-readable storage device of
2 claim 32, wherein optimizing the callback by any native code method into the
3 virtual machine involves optimizing a callback that accesses a heap object within
4 the virtual machine.

1 35. (Currently Amended) The computer-readable storage device of
2 claim 32, wherein the virtual machine is a platform-independent virtual machine;
3 and

4 wherein integrating the intermediate representation for the ~~selected~~-native
5 code method for the callback with the intermediate representation associated with
6 the application running on the virtual machine involves integrating calls provided
7 by an interface for accessing native code into the ~~selected~~-native code method for
8 the callback.

1 36-39. (Canceled)